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SNS-6T-USA

As seen on
SHINING TIME STATION

THOMAS THE TANK ENGINE & FRIENDS™

INSTRUCTION BOOKLET

T•HQ SOFTWARE
A DIVISION OF T-HQ, INC.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

INTRODUCTION

THOMAS THE TANK ENGINE & FRIENDS™

Thank you for bringing the magical and imaginative world of **Thomas The Tank Engine & Friends™** into your home. This game has been designed to work creatively with children from three age groups: 4 and younger, 5 to 7 year olds and 8 years old and up. There are levels of difficulty for each age group and we are sure even the youngest of players will be entertained.

This instruction book has several useful ideas and helpful hints for the beginning player. Please take the time to read it before you begin these wonderful adventures. This way, everyone will enjoy the travels of Thomas and all his friends from the hit television series, "Shining Time Station."

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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WELCOME TO THE ISLAND OF SODOR

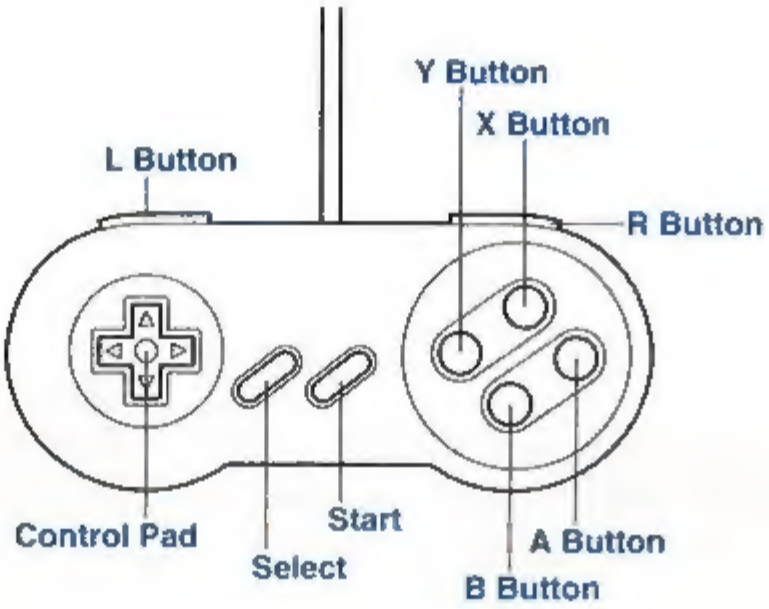
Thomas the Tank Engine & Friends™, for the Super NES, begins a new era of interactive video game entertainment. This product has been carefully designed to be used as a learning tool as well as entertainment for children in ages ranging from pre-school to 8 years old and up.

As the younger players advance, the levels and challenges become more difficult. Each age group faces similar obstacles with ample rewards for successful play. All the engines from the television series "Shining Time Station" are cheerful, friendly and have a story to tell. They welcome the players to the Island of Sodor, their magical world. The computer is also friendly to the player. Should a player make mistakes, there will be cues to show the correct answers. This way, the child's progress is monitored and parents can observe their growth.

Thomas the Tank Engine & Friends™ will be a rewarding experience for young players and parents alike.

CONTROLLER FUNCTIONS

Listed below are the general control features for the game. Each button may have more than one use. It all depends on which of the eight mini-games you are playing. Use this section of the manual as a quick reference while you are playing.



Select	Moves choices quickly from one mini-game to the next.
B	This is the "Action" button. All actions occur in the mini-games by pressing this button.
A	This removes or cancels an action. It also erases or will "undo" an action in a mini-game.
X	Press this to exit (when available).
L	Snaps gloved-hand icon to the left.
R	Snaps gloved-hand icon to the right.

WINDMILL MAIN MENU

After selecting the age category you wish to play in, you will be transported to the Windmill Main Menu screen. This is the area from which you will select all the mini-games. They are, from top left, clockwise:

Sir Topham Hatt's Quiz
The Sliding Puzzle
Setting the Switches
The Jigsaw Puzzle
Let's Race Bertie
Fixing The Tracks
Let's Race Percy
Let's Go With Thomas

Each mini-game has challenges and rewards for all players. Move the gloved hand icon to the mini-game of your choice and press the B Button to enter that game.

LET'S GO WITH THOMAS

The object of this mini-game is to read along with the adventure and discover the enchanting world of Thomas the Tank Engine™. There are key elements in these adventures that may come up in Sir Topham Hatt's quizzes (in another mini-game), so pay attention and have a great journey!

This mini-game has many features that are unlike the other mini-games. Listed below are the special abilities of this game:

Train track with arrows—Lets player go either forward or backward through the adventure. Press the right arrow to move forward and the left arrow to go backward.

Question mark—This randomly animates the illustration and triggers musical jingles. There are multiple animations for each scene.

Character icon—Depending on the adventure, sometimes you will see Thomas the Tank Engine™, Bertie the Bus or Harold the Helicopter. Press this icon (using the B Button) to make a special sound effect.

Mouth icon—This prompts a voice to read the text. You can also point to a single word and press A or B to hear the word pronounced.

Auto icon—Adventure proceeds by itself.

Windmill icon— This is the exit icon. Use this to return to the Windmill Main Menu screen.

SIR TOPHAM HATT'S QUIZ

This multiple choice quiz features the lovable characters, beautiful settings and enchanting adventures from Thomas the Tank Engine & Friends™, as guided by the superintendent of the railways, Sir Topham Hatt. Move the gloved hand icon to the colored button that you think represents the correct answer to the question and press the B Button. You will know quickly if you gave the correct answer by the text response as well as a "thumbs-up" sign from the gloved hand.

To exit this screen, move the gloved hand to the Windmill icon and press the B Button. You will return to the Windmill Main Menu.

THE SLIDING PUZZLE

This visual puzzle scrambles a picture from one of Thomas' adventures. By using the arrows at the side of the picture, you will move bands of color to "correct" the image. When the picture is restored to its correct position, a congratulatory message appears.

To exit this screen, move the gloved hand to the Windmill icon and press the B Button. You will return to the Windmill Main Menu.

SETTING THE SWITCHES

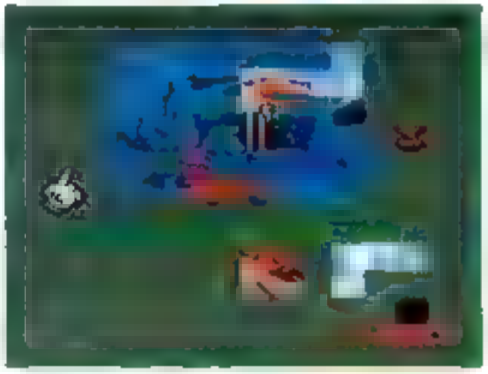
Guide Thomas to his destination by making sure all of the track switches are properly set. Follow the tracks to the correct destination and set the switches by pressing the B Button when the gloved hand icon is in the right place. When you feel the tracks are okay, press the Start button to send Thomas on his adventure. If you make a mistake, Thomas will return to his original position and you'll start again.

To exit this screen, move the gloved hand to the Windmill icon and press the B Button. You will return to the Windmill Main Menu.

THE JIGSAW PUZZLE

A picture of Thomas and his friends is cut into small pieces and it's up to the player to restore it. Move the gloved hand over the piece from the jigsaw puzzle that is desired and press the B Button to "grab" the piece. By using the control pad, align the piece to the correct spot over the puzzle area and press the B Button again to release it. You'll get a thumbs-up sign from the gloved hand if you place the piece in the correct position.

To exit this screen, move the gloved hand to the Windmill icon and press the B Button. You will return to the Windmill Main Menu.



LET'S RACE

Thomas gets to race either Percy, the cheerful small engine, or Bertie, the helpful bus, in two separate mini-games. Both involve pressing the B Button as fast as possible to make Thomas zoom down the tracks. Find out who is the fastest in these exciting time trial mini-games.

To exit this screen, move the gloved hand to the Windmill icon and press the B Button. You will return to the Windmill Main Menu.

FIXING THE TRACKS

The tracks are out! How will Thomas and his friends transport people and goods on the Island of Sodor? Here's where you get to repair Thomas' tracks. Get the directions from the bottom of the screen and construct new tracks to move the determined Thomas to his final destination. The older the age setting, the more advanced the tracks you can build. When you think the tracks are set, press the Start button. Thomas will try out your tracks. If they are not correct, he will return to his original position and you can try again.

To exit this screen, move the gloved hand to the Windmill icon and press the B Button. You will return to the Windmill Main Menu.

PROGRESS CHART

Use this section of the manual to chart the progress your child has made with Thomas the Tank Engine & Friends™.

DATE	NAME	LEVEL COMPLETED	NOTES

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5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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